

PHILIPS

G7000

VIDEOGAMES

CLUBNEWS

Issue No. 7

Philips Video Division · City House · 420-430 London Road · Croydon · CR9 3QR

Unlimited variations are a feature of an awesome new Videopac you'll be absolutely crazy for!!

CRAZY CHASE

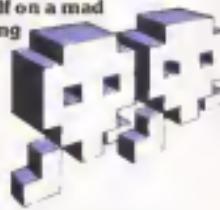
If you're CRAZY enough to CHASE Dratapillar and his fearsome Drats, you'll find yourself on a mad munching mission with this rib-tickling game for one or more players!

In the middle of the baffling maze on your TV screen is that well-known munching champion, Munchkin. At the top left corner is ferocious Dratapillar. At once he is on the rampage through the maze in search of Munchkin. But that's not all! Setting out from the bottom corners are a deadly team of ghoulish Drats! As the chase gets under way, magical trees keep materialising to block Munchkin's way. You can either make him score a point by munching them — and risk getting munched by a Drat whilst he's doing it — or take another route. And there's no time to dither over the decision if you value Munchkin's life!



Special Offer Edition

A complete catalogue of all the Club's exclusive special offers to members — held at the old prices!!



Emergency escape exits

Two escape hatches are located on either side of the maze. Using the control stick on the handset you can get Munchkin to use them, whereupon he reappears on the other side of the maze. Your mission is to munch as many Dratapillar segments as possible.

INSIDE

A super competition to sharpen up your wits for a fun-packed year!!

— and each time you succeed the Drat minions turn pale with horror — and that's when Munchkin can munch them, too! Unfortunately, being munchied only stuns them temporarily, they soon return to their horrible selves. You score 3 points for each Dratapillar segment and 10 for a Drat A bonus. 20 points are yours when all the Dratapillar segments are gone. But almost immediately an even craftier, more ferocious Dratapillar and Drat team appear! Each game gets tougher and points harder to score. And Munchkin has Dratapillar's unspeakable habits to contend with — he'll even eat parts of himself in order to foil him!

Unlimited maze variations — and Invent your own

Any one of the 9 numerical keys will automatically give you a different maze, and by using the co-ordinates along the bottom and on the left side of your screen you can have a lot of fun building your own.

We think this is the most fun and action-packed munching game you'll find anywhere. If you loved Munchkin you'll be crazy with CRAZY CHASE! At around £24.95, you can snap it up at your stockists soon. Or better still, make sure of yours by placing an order now.

Look out for 'Crazy Chase' advertisements on ITV!

READ THIS! NEW MEMBERS

If you'd like back-numbers of our Newsletter write to Debbie, Assistant Membership Secretary, at the Club address. Quote your name, address and membership number.

Philips issues the challenge you've been waiting for...



VIDEOPAC CHESS

Play the world's most famous, complex game against your G7000 computer — the ever-ready partner whose 6 skill levels make it as formidable an opponent as you choose.

The origins of the game of Chess are still shrouded in mystery. Generally, though, it is accepted as having its beginnings many centuries BC in India, where Buddhist monks developed it to give their war-mongering kings a peaceful alternative to real battle! So well did they succeed in inventing a game of strategy and skill that challenges the imagination and ingenuity of even the most powerful intellect, that their game has survived through the ages and is more widely played and followed today than any other in history. To play it well, you need practice and experience. But who is lucky enough to have a good sparring partner ready and waiting whenever they have the time to play? YOU are, G7000 owner!

Ideal for all players, from novices to masters

An integral part of Videopac Chess is the C7010 module, which when coupled to your G7000 console transforms your TV screen into a chess board, and makes of your computer an immediately-ready opponent. It contains micro-processors so sophisticated that when playing at full capacity

(thinking 6 moves ahead, and 'sixply deep' as it is known in chess circles) it can consider and evaluate 7,290,000,000 new situations with each move it makes! That's how top chess is played! For the information of those with this kind of expertise, Videopac Chess at its highest level is comparable with a player whose 'Elo' rating is 1650.

But beginners will find their Philips computer just as satisfying a partner

These are the skill levels you can select

Level 2 — For beginners. The computer operates only two ply deep (as it thinks only two moves ahead) and makes its moves within 10 seconds of yours. This level is suitable for 'rapid transit' Chess.

Level 3 — Operating three ply deep, with a response time of approximately one minute, this is the ideal level when you've gained a little experience.

Level 4 — For promising students of the game, this four-ply deep level takes up to 10 minutes to respond.

Level 5 — For experienced players only. At five ply deep, with a response time averaging 20 minutes, the com-

puter can now trace almost every possibility to checkmate its opponent within two full moves.

Level 6 — Prepare yourself for a long session. Maestro! At six ply deep response time can be up to one hour. **Level 1** — Last but definitely not least! This level approximates Tournament Chess, with a time limit imposed on moves. Basically playing six ply deep, the computer must make around 30 moves an hour, placing the complexity

level just above 4. A pleasant tempo for an experienced player against a still-powerful opponent.

Rules exactly like traditional chess

Videopac Chess applies all the regular chess rules, including castling, capturing en passant and promotion of pawns. It's not possible to go into them all here, of course, but the instruction book accompanying the Videopac gives you a thorough grounding.

Incidentally, if you try to make an illegal move the computer will let you know with a loud buzz and refuse to action it!



Moving your men

Your on-screen chess board has numbers from 1 to 8 down the left-hand side beside each square, and letters A to H along the bottom. Once you have selected your skill level and the colour of your players through the keyboard, you simply key-in the co-ordinates of the piece you want to move, followed by those of the square you wish to move to. The computer keeps track of the number of moves made and displays this figure throughout the game.

Learn by watching the computer 'think'

On each of the computer's turns, a

blue figure at the top left of the screen indicates the number of moves it still has to consider. At centre top of the screen is a question mark. To its left in red are the co-ordinates of the move the computer is currently considering; to its right the co-ordinates of the best move it has found so far. When the blue figure reaches C1, the computer makes its move. The higher the level you play at, the easier this 'thinking' is to follow owing to its slower speed. It's a invaluable aid to studying the game, which no mere human partner could give you!

Want to stop to watch a TV programme?

No problem! Just carefully follow the instructions supplied for interrupting a game, and you can take it up again at anytime. The computer will be thinking about its move whilst you view – or you could even pop out and visit a friend!

That little-known legend of the Wild West – Pick Axe Pete – has struck it rich in the Misty Mountain where gold is actually bustin' outta the ground! But he can't get it out without your help. Are you ready for fast action, bouncing boulders, locked doors, secret keys and treacherous, disappearing ladders?

Strange forces conspire against you

Your screen shows one of Pete's 10 mines, depending on which numerical key you have pressed. They're very different except for one thing – they all have 3 strange, different-coloured doors. One is at the top level, one in the centre, and the last buried deep at the bottom of the mine. From them huge boulders come bursting without any warning, and bounce along the narrow tunnels and shafts. If two collide, hold your breath, because one of 3 things can happen:

- ★ They explode and disappear as mysteriously as they came
- ★ They explode revealing a pick-axe which drifts slowly down to the bottom level and disappears after a while if not retrieved
- ★ They explode and a fabulous golden key bursts forth to spin up to the highest level, where it, too, will disappear if he doesn't get to it

Just out – Videopac 43 A goldmine of thrills, chills and spills!!



PICK-AXE PETE

Videopac 43 for one or more players

Swing that pick-axe with pesky Pete!

He's in mid-screen, rarin' to go! Move him with your left-hand joystick – you'll jump with glee when he suddenly falls into a hole in the tunnel floor to land with a bump on the next level. But don't worry, he's completely unharmed. He can move up a level only by using the ghostly ladders that occasionally materialise. You'll want to make the most of them if they lead to a door – and give you the chance of unravelling its secret. But take care – if Pete is not in possession of a key he'll get stuck in the revolving door and be at peril from those unpredictable boulders! If one gets him – bang – the game's over and another immediately begins. Perhaps you should make the decision to concentrate on chasing the boulders – they're loaded with gold and you score 3 points every time Pete gets one with his trusty pick-axe!

Pete's sometimes too energetic for his own good

He keeps wearing out his pick-axes! You'll hear a warning trill whenever this is imminent, and since Pete is defenceless without it he must quickly set about getting another. He earns 5 bonus points as soon as he succeeds. Until he gets his new pick-axe, however, he must evade the tumbling boulders by ducking under or jumping over. He's utterly dependent on your speed with the joystick to do this – but each one he misses earns you a point.

Now for those magic doors ...

If Pete manages to grab a golden key he starts to blink like an excited beacon and scores another 10 points. He can also automatically collect a new pick-axe, adding a further 5 points to his score.

Now he must make his way to a door. If he reaches one and unlocks it – he

enters a fabulous Magic Hall which immediately adds 20 points to his fortune. He does a quick, celebratory dance and then rushes off to continue the treasure hunt.

Faster and faster the game goes

As Pete's fortune mounts the mine patterns get more difficult and the boulders come thicker and faster.

And beware the dark grey door!

Behind it is an invisible maze with hazards Pete will be lucky to survive.

Scoring

The highest score in a series of games is shown in the bottom left-hand corner of the screen. The current champion's name can be keyed in for all to see.
DIG FOR GOLD, LAUGHS AND ACTION WITH PICK-AXE PETE IT WON'T COST YOU A FORTUNE AT AROUND £24.95

GRADE 1 ALERT!! ARE YOU MOVING?

If you're about to move house, or have recently, write quickly to Sharon, Membership Secretary, giving your name, new address and membership number.

Then we can be sure you're kept up-to-date with all 1983's Club news!

Spotlight on a Great Game Videopac 8

BASEBALL

Fever-pitch fun for two when America's favourite ball-game comes alive on your TV screen!

You're in Shea Stadium ... Candlestick Park ... anywhere that great baseball is played. You're the New York Yankees, your opponents are the Boston Red Sox. Or perhaps you have your own local crack teams. It's all up to you when you play this authentic TV version of a great competitive sport. All the rules of the real game apply and are carefully explained in the instruction booklet.

Batting or Fielding – you have to be fast

The main skill you must develop is a nifty touch on the joystick, because whether you're batting or fielding,

BUMPER OFFER CORNER



We have extra stocks of past Club offers which we are now offering at the OLD price!!

And even better – for every order of 3 or more items we are also giving away a stylish Club pen while our stocks of these smooth-writing Sheaffers last.

On offer this time:

Acrylic Videopac boxes:
(to replace old cardboard boxes)
£1.49 for an order of 5

TV/serial combiner: £1.99 each

G7000 Dustcover: £3.49 each

Acrylic Videopac Storage Rack:
(holds 10 Videopacs) £3.99 each

Munchkin fluffy glove puppets:
(choice of pink or blue) £2.99 each
You can take advantage of this special price whilst stocks last.

Make sure your order reaches us by then, and include your name, address and membership number, plus a cheque or postal order for the full value of your order made out to the G7000 Videogames Club. Mark your envelope 'Bumper Offer' and please allow 28 days for delivery.

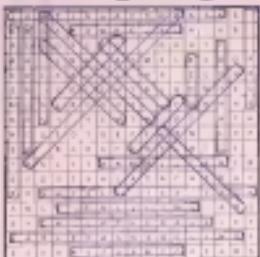


Calling all potential Pen Pals

Get on our list, starting in our next Newsletter. We're going to publish a list of all members interested in corresponding with other members in selected editions from then on. It's up to you to get in touch with each other—and perhaps arrange some challenge matches that could get you featured in the Newsletter as a Top Scorer!

Write to Sharon, Membership Secretary, at the Club address, marking your envelope 'Pen Pals' and quoting your membership number. If you're under 18, please ask your parents' or guardian's permission before applying to join the list.

Results in for Lee's Find-a-Videopac game



Congratulations to Lee Beaumont for coming up with what's proved to be one of our most popular competitions yet! It's the first time we've published a competition idea from a member, but it might not be the last, so let's hear from you!

Of all the many correct entries we received for Prize Competition Number 5 the one you see printed was first out of the hat. It came from eagle-eyed Stephen Chelton of 3 Meadow Way, Wing, Leighton Buzzard, Beds. Well done, Stephen, the videopac of your choice is yours!



**DELIVER A NEW MEMBER
AND WE'LL
DELIVER A GIFT!**

Our 'Reward' offer for the friends you introduce to the Club is still open—we plan to be bursting at the seams with members by the end of 1983—so this is your chance to help make it happen and have something to show for it! We're still offering...

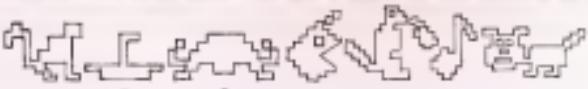
For 1 new member, a super Shaeffer G7000 Videogames Club pen.

For 2 members, a Club T-shirt.

For 4 members, a long-sleeved, fleecy-lined, Club sweat-shirt.

Ask your friends to collect a G7000 Videogames Club application form from your dealer (or do it for them!), fill it in and send it, together with a cheque/postal order for £2 made out to the club to cover the membership fee, to Sharon, Membership Secretary, G7000 Videogames Club, 345a Station Road, Harrow, Middx HA1 2XP.

They should also include your name and membership number as the introducing member so that we know where to send the gift! Make sure they include your size if you qualify for a Club garment.



Prize Competition Number 7

HIDE-AND-PEEK

Peeking out from our illustrations are 5 of the 7 game-characters you see pictured alongside it. To enter for the competition you must find all 5 and identify the Videopac that they've escaped from!

Write your answer on a postcard, setting them out like this:

- (1) Character 'A' comes from Videopac 8 'Baseball'
- (2) Character 'D' comes from Videopac X 'Golf' and so on up to number 5

Mark your postcard 'Prize Competition Number 7' and send it to G7000 Videogames Club, 345a Station Road, Harrow, Middx HA1 2XP. Don't forget to add your own name, address and membership number!

YOU WRITE

From Derek Abernethy of 17 Lenzie Road, Stepps, Glasgow. These the Space Monster Videopac along with 8 others. I thought Space Monster was the best, but now I read the write-up in Newsletter Number 6 of the new Videopac "Freedom Fighter" I'm not so sure! If this letter is published I will go straight to my nearest Philips dealer to purchase this new and most exciting Videopac. Please could you tell me how to send you my ideas for new Videopacs?

Just send your idea to Sharon. She'll make sure the Philips Videopac Development Team see it – and we may publish it here, too. Meanwhile, get down to your dealer fast because "Freedom Fighter" is going like hot cakes!

Andrew Shaw, of 8 Yeadon Drive, Southowram, Halifax, West Yorks, writes

I have become very good at Satellite Attack (2218 points), and have made a list of useful tips.

(1) Stay near the centre of the screen so your lasers are in range of more asteroids and you have an equal chance of avoiding the saucer

(2) Fire into groups of asteroids causing a chain-reaction and gaining a lot of points

(3) When the alien saucer appears, either hide behind an asteroid, hit an asteroid causing its explosion to hit the saucer or fire from a safe distance. Hitting a saucer is possible but very dangerous

- (4) Hit or shoot magnetic asteroids first to gain more points quickly and to stop over-crowding
- (5) Don't be greedy and try to hit too many at once. Take your time and don't panic when a saucer appears or you are trapped!

Thanks, Andrew! Anybody else have similar tips on other games?

Andrew Irwin, of 17 Vicarage Lane, Ilford, Essex, has submitted this super idea

I have been interested in fighter planes of World War II for many years and would love a Videopac based on my ideas

Fighter Pilot

A game for one player against a computer

You are in the pilot's seat of a Hawker Tempest mk V. It has two 20 mm cannon in each wing with 200 rounds of ammunition each – all are fired together. (In real life 20 seconds firing time) You have 360 gallons of fuel giving you a range of 500 miles

My first picture shows the basic layout. Sight, ammunition to decrease 40 rounds per second on firing, fuel to go down 1 gallon per second. Rear mirror to show enemy planes attacking you.

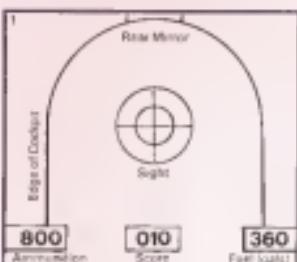
There are two variations:

(1) Ground Attack: When you attack ground targets (airfields, trains, truck convoys, etc) they would be defended with flak (from anti-aircraft guns). To

avoid this you must dive very low in between trees and houses

(2) Aerial Combat: Dive on fighters and bombers, but watch your rear view mirror. German fighters in World War II attacked in pairs, bombers in fours heavily guarded by fighters. Scoring is related to difficulty, the harder the target, the higher the point value. If you are shot down the game is over. When your ammunition or fuel are low you must return to base

Thank you, Andrew. This looks like a good one



Composer of the future discovered



Club's 'Musician' Pac competition won by Paul Howe

Eleven-year-old Paul, of Granville Road, Totland Bay, Isle of Wight, took only a couple of minutes to compose the original tune on his G7000 using the 'Musician' cartridge that won him top prize in our competition. The simple 40-note folk-style melody was judged best from many entries by internationally-renowned double-bass soloist Gary Kerr.

The serial of congratulations all round as Paul receives his prize Videopac "Quest for the Rings" from Gary Kerr. Looking on are (l to r) Debbie Sease, Neubold and Sharon of the Club team.

Paul studies trombone at West Wight Middle School. He told us "I enjoy writing music so it was really quite simple. When I grow up I'd like to write music for a living". Since he spends 3 or 4 hours a week playing videogames on his G7000, Paul was very pleased with his prize of the first Videopac to combine a traditional game board with on-screen action – "Quest for the Rings". But that wasn't all! The Club took Paul and his parents up to London for a great day out which culminated in a theatre visit – to see the hit show 'Barnum' starring Michael Crawford. Congratulations to Paul for a terrific start to a promising musical career. It just shows what can be done with the amazing 'Musician' Pac!